

CRICKET



AND

FOOT-BALL.

NEW YORK:

BEADLE AND COMPANY, 118 WILLIAM ST.

Popular Dime Hand-Books.

BEADLE AND ADAMS, PUBLISHERS, NEW YORK.

Each volume 100 12mo pages, sent post-paid on receipt of price—ten cents each.

GAME AND PASTIME SERIES.

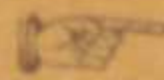
- DIME BASE-BALL PLAYER FOR 1881**—Containing the revised Code of Playing Rules applicable to the professional, amateur and college clubs of the country for 1881, together with a Review of the Season's Work in the professional, college and amateur arenas, with the Batting and Pitching Averages and the College Club Statistics; also the League Club Records for 1880.
- CRICKET AND FOOT-BALL**—A desirable Companion, containing complete instructions in the elements of Bowling, Batting and Fielding; also the Revised Laws of the Game; Remarks on the Duties of Umpires; the Mary-le-Bone Cricket Club Rules and Regulations; Bets, etc.
- DIME BOOK OF CROQUET**—A complete guide to the game, with the latest rules, diagrams, Croquet Dictionary, Parlor Croquet, etc.
- DIME GUIDE TO SWIMMING**—Embracing all the rules of the art for both sexes.
- YACHTING AND ROWING**—This volume will be found very complete as a guide to the conduct of watercraft, and full of interesting information alike to the amateur and the novice.
- RIDING AND DRIVING**—A sure guide to correct Horsemanship, with complete directions for the road and field; and a specific section of directions and information for female equestrians.
- BOOK OF 100 GAMES**—Out-door and In-door SUMMER GAMES, for Tourists and Families in the Country, Picnics, etc., comprising 100 Games, Forfeits, etc.
- DIME CHES: INSTRUCTOR**—A complete hand-book of instruction, giving the entertaining mysteries of this most interesting and fascinating of games.
- HAND-BOOK OF PEDESTRIANISM**—Giving the Rules for Training and Practice in Walking, Running, Leaping, Vaulting, etc.
- HANDBOOK OF SUMMER SPORTS**—Comprising Walking, Running, Jumping, Hare and Hounds, Bicycling, Archery, etc. With Complete American and English Athletic Rules.
- HANDBOOK OF WINTER SPORTS**. Embracing Skating, (on the ice and on rollers,) Rink-Ball, Curling, Ice-Boating and Football.

YOUNG PEOPLE'S SERIES.

- 1—**DIME GENTS' LETTER-WRITER**—Embracing Forms, Models, Suggestions and Rules for the use of all classes, on all occasions.
- 2—**DIME BOOK OF ETIQUETTE**—For Ladies and Gentlemen: being a Guide to True Gentility and Good-Breeding, and a Directory to the Usages of society.
- 3—**DIME BOOK OF VERSES**—Comprising Verses for Valentines, Mottoes, Couplets, St. Valentine Verses, Bridal and Marriage Verses, Verses of Love, etc.
- 4—**DIME BOOK OF DREAMS**—Their Romance and Mystery; with a complete interpreting Dictionary. Compiled from the most accredited sources.
- 5—**DIME FORTUNE-TELLER**—Comprising the art of Fortune-Telling, how to read Character, etc.
- 6—**DIME LADIES' LETTER-WRITER**—Giving the various forms of Letters of School Days, Love and Friendship, of Society, etc.
- 7—**DIME LOVERS' CASKET**—A Treatise and Guide to Friendship, Love, Courtship and Marriage. Embracing also a complete Floral Dictionary, etc.
- 8—**DIME BALL-ROOM COMPANION**—And Guide to Dancing. Giving rules of Etiquette, hints on Private Parties, toilettes for the Ball-room, etc.
- 12—**DIME BOOK OF BEAUTY**—A delightful book, full of interesting information. It deserves a place in the hands of every one who would be beautiful.

FAMILY SERIES.

1. DIME COOK BOOK.
2. DIME RECIPE BOOK.
3. DIME HOUSEWIFE'S MANUAL.
4. DIME FAMILY PHYSICIAN.
5. DIME DRESSMAKING AND MILLINERY.

 The above books are sold by Newsdealers everywhere, or will be sent, *post-paid*, to any address, on receipt of price, 10 cents each. BEADLE & ADAMS, Publishers, 98 William street, New York.

BEADLE'S
DIME



BOOK OF
CRICKET AND FOOTBALL,
BEING A
COMPLETE GUIDE TO PLAYERS,
AND CONTAINING
ALL THE RULES AND LAWS
OF THE
GROUND AND GAMES.

EDITED BY HENRY CHADWICK.

NEW YORK:
BEADLE AND ADAMS, PUBLISHERS,
98 WILLIAM STREET.

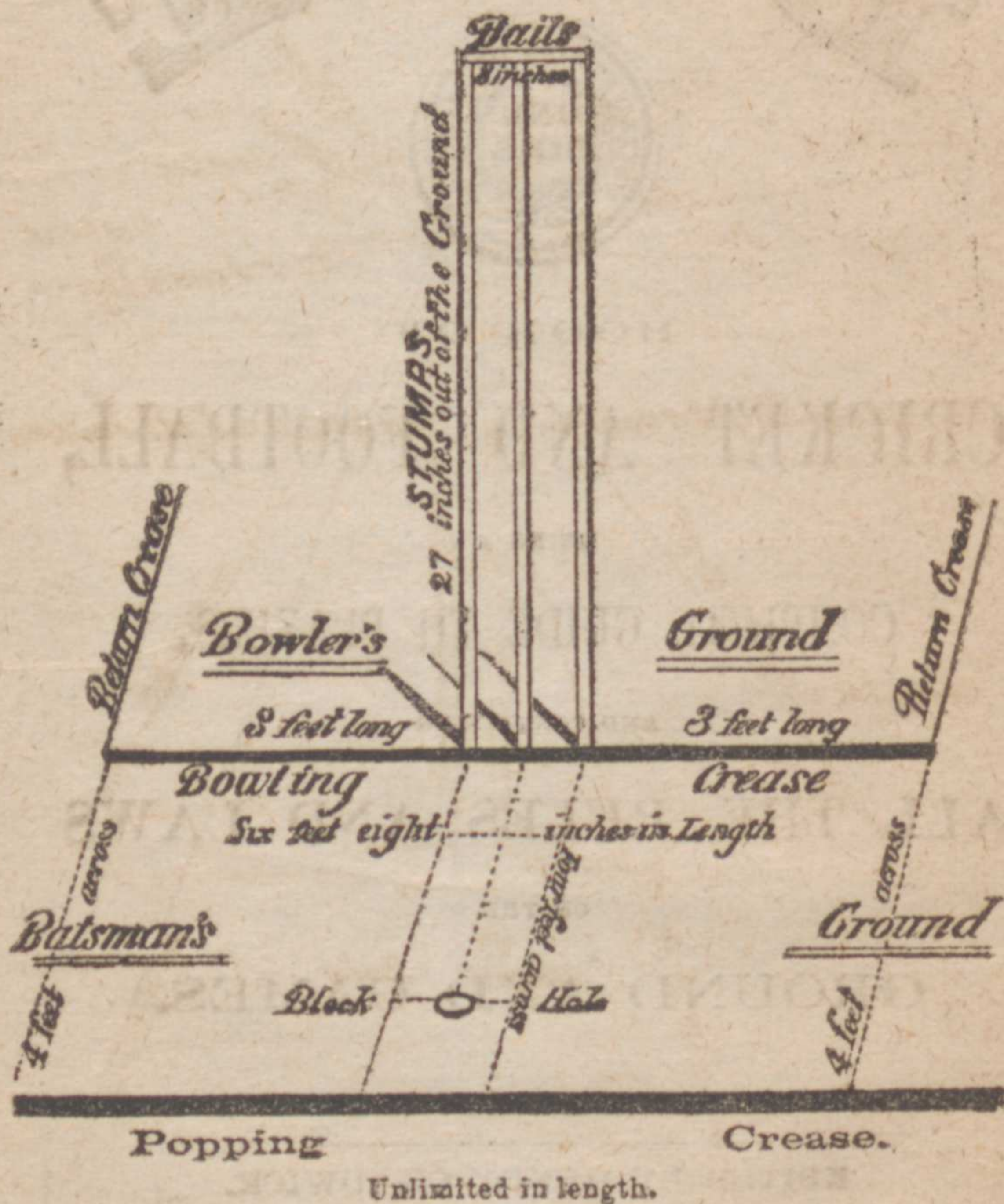
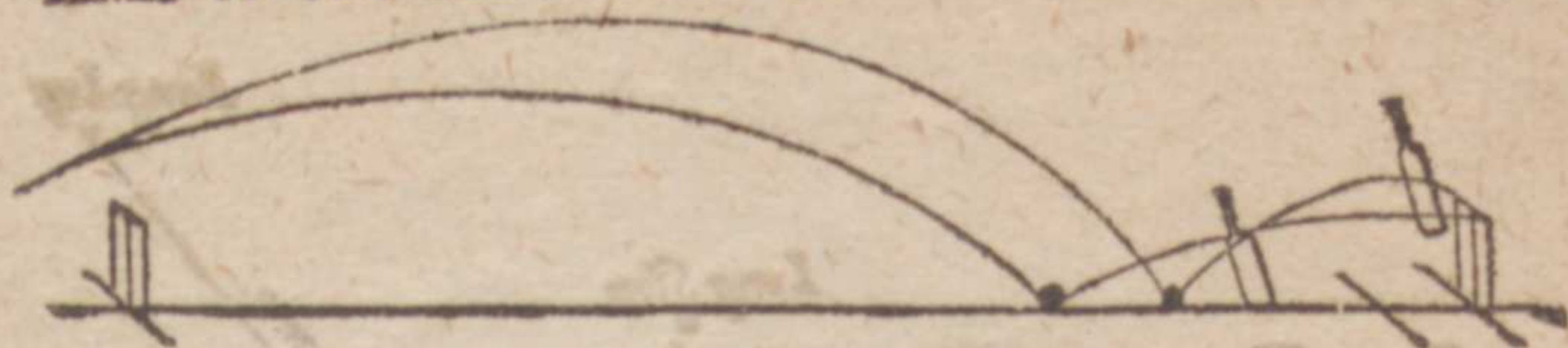


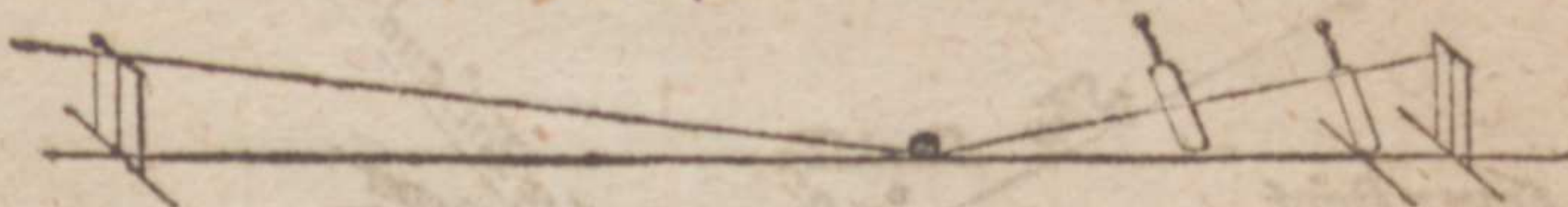
DIAGRAM OF THE WICKET

Entered according to Act of Congress, in the year 1866,
 By BEADLE AND COMPANY,
 In the Clerk's Office of the District Court of the United States
 for the Southern District of New York.

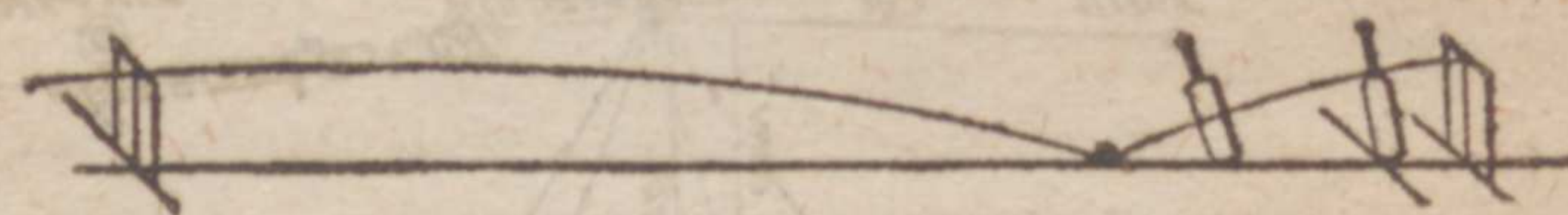
LINES OF THE BALLS IN DIFFERENT STYLES OF BOWLING.



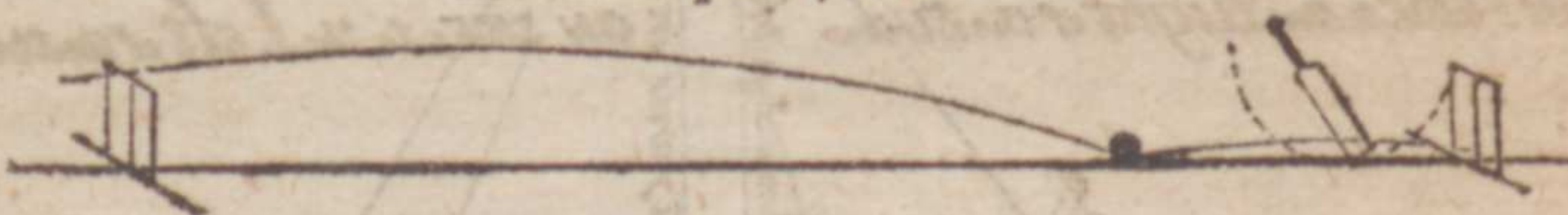
Slow, Bail balls.



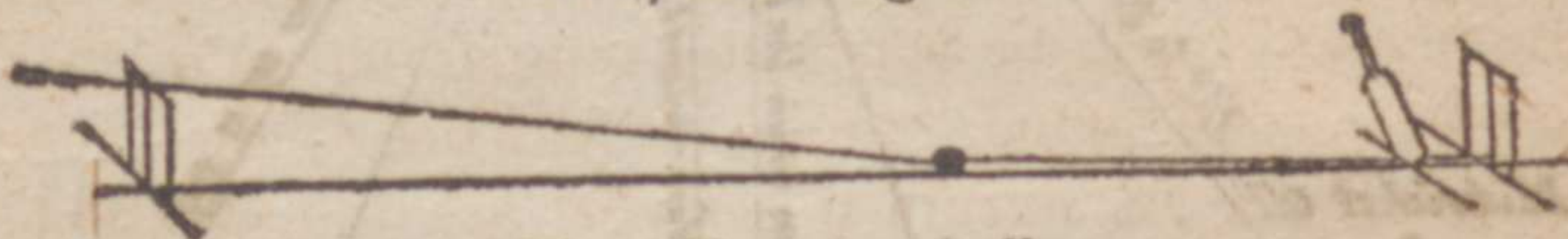
Fast, Bail balls.



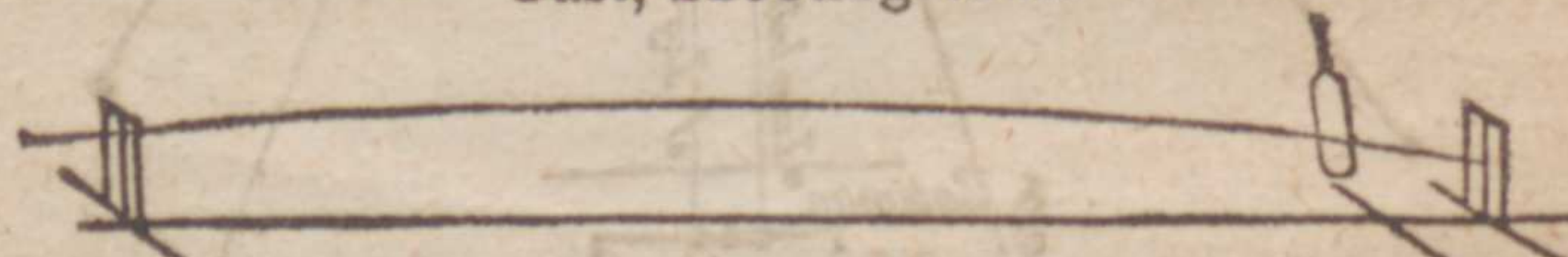
Medium pace, Bail balls.



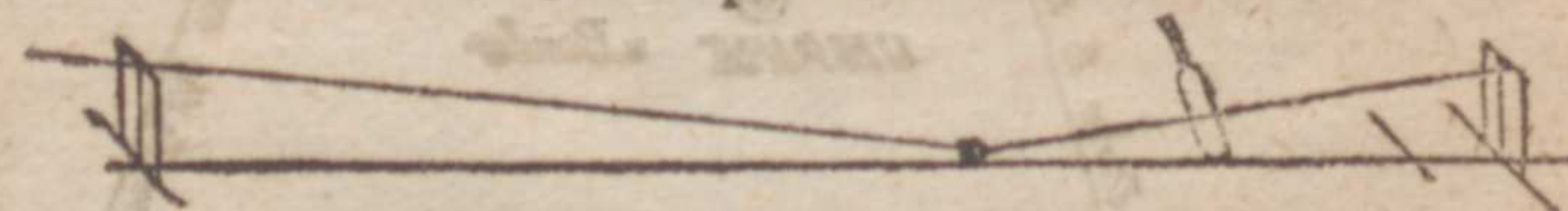
Slow, shooting balls.



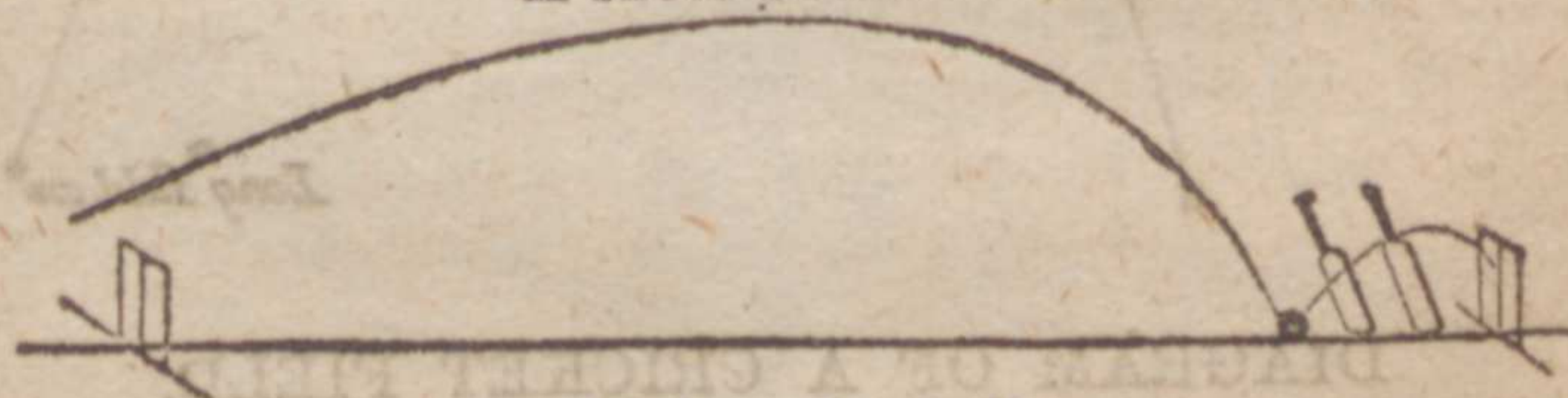
Fast, Shooting balls.



A full pitched ball.



A short pitched ball.



A dropping ball.



A lobbing ball.

BEADLE'S DIME BOOK OF CRICKET.

The Character of Cricket.

THE game of cricket, philosophically considered, is a standing panegyric on the English character; none but an orderly and sensible race of people would so amuse themselves. It calls into play most of the cardinal virtues. As with the Grecian games of old, the player must be sober and temperate. Patience, fortitude, self-denial, order, obedience, and good humor, with an unruffled temper, are indispensable. Of what avail is the head to plan, and the hand to execute, if a sulky temper paralyzes exertion, and throws a damp on the field; or if impatience dethrone judgment, or a contentious and imperious disposition make its possessor the pest of every eleven? Conceit in a cricketer, as in other things, is a bar to all improvement—the vain-glorious is always thinking of the lookers-on, instead of the game. In one word, there is no game in which amiability and an unruffled temper are so essential to success, as in cricket. Such a game will both harmonize and humanize a people. It teaches a love of order, discipline, and fair play, for the pure honor and glory of victory. Games of some kind, men must have; and it is no small praise of cricket that it occupies the place of less innocent sports. "Nature abhors a vacuum," especially of

mirth and merriment, resenting the folly of those that would disdain her bounties, by that indifference and apathy that characterize those who neglect her teachings. She designed us to sport and play at cricket, as truly as to eat and drink. Without sport you have no healthful exercise; to refresh the body you must relax the mind. Observe the pale, dyspeptic student, ruminating on his logic, algebra, or political economy, while describing his periodical revolutions round his college-garden; then turn aside and gladden your eyes and ears with the buoyant-spirits and exultant energies that characterize the frequenter of the cricket-field. Society has its rank and classes; these distinctions, we believe, are not artificial, but natural, even as the very courses and strata of the earth itself. Lines there are, nicely graduated, ordained to separate, what Burns calls, the tropics of affluence, from the temperate zones of a comfortable independence, and the arctic circles of poverty; but these lines are nowhere less marked, because nowhere less wanted, than on the cricket-field. There we can waive for awhile, the precedence of wealth and position,

“Contented with the rank that merit gives.”

And many an humble spirit, from this temporary pre-ferment, learning the pleasure of superiority, and well-earned applause, carries the same honest emulation into his daily routine of duties.

Cricket forms no debasing habits; unlike the earlier sports of the English, it is suited to the softer feelings of a refined age. Cricket lies within the reach of average powers. A good head will compensate for hands and heels. It is no monopoly for a gifted few, nor are cricketers soon superannuated. It affords scope for a great diversity of talent: bowling, fielding,

wicket-keeping, free-hitting, safe and judicious play, and good generalship, are all points of the game, in one of which many a man has earned a good name, though inferior in the rest. There are good batsmen, and capital fielders, among near-sighted men; and hard-hitters among weak and crippled ones; and as to age, there are many men, very useful in elevens, between fifty and seventy years old. Cricket is not solely a game of skill,—chance has sway enough to leave the vanquished an *if* and a *but*. A long innings bespeaks good play, but “out the first ball” is no disgrace. A game, to be really a game, really playful, should admit of chance as well as skill. It is the bane of chess—if bane it has—that it is all skill. To lose a game at chess, is to be outwitted in a fair and undeniable contest of long-headedness, tact, manœuvering, and common-sense—qualities in which no man likes to come off second-best. As to stirring excitement, what can surpass a well-contested cricket-match, when you have been fighting an up-hill game, and gradually, the figures on the telegraph keep telling a better and a better tale, 'till, at last, the scorers stand up and proclaim a tie, and you win the game by a single wicket, or one or two runs? As Miss Mitford says. “who would think that a little bit of leather, and two or three pieces of wood had such a delightful and delighting power?”

The Game of Cricket.

Cricket is essentially an English game, and is unquestionably the most scientific, if not the most attractive, game of ball in existence. No one who aspires to be a thorough cricketer, must have any fear of his person while on the field, or be timid in catching or stopping a ball at its full speed. A crick

eter should be active in mind to prepare for every advantage, and active in eye and limb to avail himself of these advantages. A quick eye, a clear head, a firm hand, and a ready and cool courage, together with a good temper, are the chief requisites for a first-class cricketer.

As this work is intended solely for those who have but a very limited knowledge of the game, we shall not occupy any space with comments on the history and progress of the game, but proceed at once to instruct our readers in the elements of cricket.

The Game.

The full game of cricket is played by twenty-two persons, eleven on each side, of whom there are thirteen at one time on the field, namely : eleven of one side occupying the various positions in the field, and two of the other side at the wickets as batsmen. The wickets consist of two sets of stumps, of a certain size and length, three of which are placed in the ground at a point fixed upon, and the other three at another point, distant *twenty-two yards*. The object of the bowler is to knock down these wickets with the ball, that of the batsman being to prevent him, and at the same time hit the ball sufficiently out of the reach of the fieldsman, as to enable him to run to the opposite wicket before it is knocked down with the ball, in which case for every time he succeeds in running from wicket to wicket, he scores a run for his side. The game consists of two innings on each side each party sending in their eleven to the bat twice, each eleven alternately taking their positions in the field and at the bat, the side scoring the most runs at the close of the second innings winning the match. The particulars of the game are as follows :

The Wickets.

The wickets consist of six stumps and four bails, the stumps to be of equal length, and long enough to admit of their standing *27 inches out of the ground*; the bails to be four inches in length, and made so as to lay firmly in the grooves at the top of the stumps, in order that they may not be blown off by the wind. These stumps can be easily turned, hickory being the best wood to make them of. It is best to have them brass mounted on top, with about quarter-inch grooves. Three stumps and two bails are used for each wicket, and these are to be placed in the ground according to the measurements laid down in the rules, and also in the diagram of the wicket. The wickets are pitched exactly *twenty-two yards apart*, and opposite each other, the line from the middle stumps intersecting the lines of the bowling creases at right angles. In order to lay out the batsman's ground correctly, a frame should be made, in the form of an oblong square, *six feet eight inches in length*, and *four feet wide*. This should be laid down in front of the three stumps, the ends of the frame extending three feet on each side of the outer stumps of the wicket, the three stumps to occupy eight inches in the center of the line, of six feet eight inches, required for the length of the bowling crease. The line of the frame, touching the stumps, will then indicate the bowling crease, and the outer line of it the popping crease, which lines should be marked either with whitewash, or by cutting out a line in the turf about half-an-inch in width, the latter not being easily erased. The ground between the wickets should be as level as possible, especially within about fifteen feet in front of each wicket, and should be well rolled previous to being played upon. If the extent of the ground will

admit of it, the wickets should be placed in new positions each time a match is played. It is also desirable that the ground, for at least fifteen yards behind each wicket, be made tolerably level, or otherwise the long stop will have difficulty in stopping balls from the hands of a swift bowler. Where it is requisite to lay out a new ground for the wickets, the size of the square selected should not be less than fifty yards in length by twenty yards in width; and the turf should be laid down with care, especially in reference to connecting the edges of each square of sod, otherwise the ball will be apt to rise dangerously if it should strike on these edges. No cricket ground should be without a roller of some kind or other, in order to keep the turf smooth and level.

Bats and Balls.

As it will be necessary to procure these materials from the regular manufacturers, or their agents, it will be needless to allude to their dimensions, or the materials used in their construction, beyond a brief reference to the difference in the weight of bats, which vary from one pound fourteen ounces, to two pounds ten ounces, and even heavier than that. In choosing a bat, select one with a hard surface and clear grain. It is not advisable to use a heavy bat, and such a one is especially objectionable against fast round-arm bowling, in which case the hand should move as quick as the eye, and therefore a heavy bat will cause the ball to be played at too late. In fast bowling, where quick hitting is so necessary, bats of from two pounds, to two pounds three ounces, will be found the best weight. The older and more seasoned a willow bat is, the lighter and tougher the fiber becomes. Some cricketers take their new bats, and

with a hammer, such as shoemakers use, beat the face of the bat down for the purpose of hardening it. This, however, requires to be done with care, by moderate and oft-repeated blows, so as to beat the surface down evenly without cracking the fiber. After this has been done, they rub in a little oil, for the purpose of keeping out the damp, which soon rots the wood when once it gets in. If the balls were also rubbed with some nourishing oil for leather they would keep better, and be less liable to give way at the seams, especially is this beneficial after a ball has been used in a wet field, in which case it should be gradually dried, and then oiled. It would be as well to have two bats, one for practice, and one for match days only. Mark the latter with your initials, and the word "Private," and then no *gentleman* will use it without your permission. Both bats should be of the same weight. Your best bat should be kept in a casing, and in a dry place.

Dress, &c.

The dress of a cricketer should consist entirely of flannel, white for the pantaloons and jacket, and colored checks for the shirts, though white is the neatest for all three. The cap should be of light and porous material, and in form like those in use among the officers of the British Army, as that is a very good form for a cricket-cap. The front of the cap should afford ample protection and shade to the eyes, and should be white above and green below. In hot weather the placing of a cabbage-leaf, dipped in cold water, inside the cap, will materially lessen the effect of the sun's rays on the head. Shoes can be made either of soft canvas, or of buckskin leather, the latter being preferable; most cricketers have three or

four spikes in each shoe, but we have found that thick brads, driven into the soles so as to project about a quarter-of-an-inch from them, have equally as effectual a hold on the ground, and are less dangerous in case of a collision while fielding, as the brads in such a case will not do more than graze the skin, while spikes are liable to inflict severe injuries. The brads should be placed around the edges of the sole and heel, about half-an-inch apart, and the same distance from the edges of the sole. A strap should be placed across the fore part of the shoe, just below the instep, in order to prevent the shoe from giving way, as this is the part that has the greatest strain on it, and the toes of the shoes should have a leather covering also, to preserve them from wear. Let the soles of the shoes be thick by all means,

“Thin soles + hard ground — tender feet,
Thin soles + wet ground — severe cold.”

If possible, be provided with leg-guards and gloves, especially against swift bowling. It is very absurd for a batsman to continue to receive punishment from the ball, out of mere bravado, when he could easily avoid it by the protection afforded by pads and gloves; besides he would certainly judge a ball better when free to hit at it without having to be on the look-out to avoid a blow from it. A cricket belt should be wide and elastic, for, at the same time that it keeps the dress in place, it should be free to yield to the motions of the body.

Positions on the Field.

The general positions of the several players engaged in a game of cricket, will be readily ascertained by a glance at the diagram of the field in the first part of the book; but as each position requires a special code

of instructions on the duties appertaining to each, we shall proceed to give them separately, according to their relative importance, beginning with the bowler, as he is the first person to commit an overt action on the occasion of a match.

The Bowler.

This position is one of the most important on the field, as on the individual exertions and skill of the Bowler depends, mainly, the successful result of a contest. The player, therefore, who intends occupying the position, should direct his principal efforts to perfecting himself in bowling, making batting and fielding secondary, though, nevertheless, important considerations. The chief object of the Bowler is to bowl down the batsman's wicket; but if he finds that he is met by an obstinate defence of the same, he should resort to efforts that will cause his opponent to hit balls that can be readily caught by one or other of the several fieldsmen, or so tempt him out of his ground, to hit at balls favorably bowled for good hits, as to enable the wicket-keeper to put him out by stumping him. To be able to attain these several ends effectually, requires ability of no mean order, but until the Bowler can achieve these separate results, he can not be classed as a first-rate player in the position. The necessary instructions for becoming practically acquainted with the most effective method of bowling, will be found under the head of "Bowling," in another portion of the work.

The Batsman.

This player is the next to be noticed, as he is the first that has to deal with the ball after it leaves the hands of the bowler. As our remarks under the

head of "Batting" will include most of the preliminary instructions necessary for the Batsman, we shall only briefly allude here to the primary rules to be observed when he takes his position at the wicket. He must, first of all, bear in mind that he has to *defend* his wicket from the assaults of the bowler in front; and secondly, by keeping well within his ground, render the wicket-keeper's attacks in the rear entirely ineffective. He must distinctly remember that he is out, if either of the bails be bowled off his wicket; or, if he be out of his ground in front of the wicket, when the latter is knocked down by the ball either *from* or *in* the hands of any of the eleven fieldsmen opposed to him; or, if a straight ball from the hands of the bowler be prevented from taking the wicket by any part of his person—his only legitimate means of defending his wicket being his bat; or, if the ball, from a stroke of the bat, be caught by any of the fieldsmen before it touches the ground; or, if he knock down his wicket with his bat or any part of his person while in the act of striking at the ball; or, if he touch or take up the ball while it is in play; or if, under any pretence, he prevent a ball from being caught; or, if the ball be struck a second time unless for the express purpose of defending his wicket.

He should also remember that if the Batsmen *cross each other* in running, he that runs for the wicket that is put down is out; and also that when he is run out, the run he was attempting is not to be put on the score. He should endeavor, also, when at the bowler's end, to advance toward the opposite wicket as far as he safely can do so, but should be careful not to go out of his ground before the ball leaves the bowler's hands. After the ball has been struck, and it still rolls toward the wicket, the Batsman can

either prevent its doing so with his bat or his feet, but not his hands. We will conclude this paragraph by simply advising a Batsman that whenever the umpire, *correctly* or *incorrectly*, decides him out, he should leave his ground promptly and silently the moment he hears the decision. No gentleman will ever act, in this respect, in any other way. For further information, see article on batting.

The Wicket-Keeper.

Behind the wicket is the place for the Captain of an eleven, for the Wicket-Keeper is in a position to observe the movements of all the players on the field, and almost at one view. His duties are to direct the movements of the various fieldsmen; to stop the ball, from the hands of the bowler, after passing the batsman; to stump out the latter, if he steps out of his ground to strike at a ball; and to hold himself in readiness to knock down the wicket with the ball, when it is thrown in to him from the field. To discharge these several duties effectively, requires the possession of considerable judgment, activity, and fearlessness. In taking his station behind the wicket, he should stand somewhat in the position of one about to spar, in order to be in readiness to move promptly in any direction required. He should keep his hands slightly open, the left hand a little higher than the right, and stand near to the wicket, that he may be ready for stumping. In preparing to receive the ball from the hands of a fieldsmen, he should always keep the wicket *between himself and the ball*, taking the latter in front of the wicket, except from the hands of the bowler in bowling, and lifting the bails with one and the same movement. He should strictly abide by the 85th law of the game. He should be as familiar as

possible with every point of play peculiar to each individual member of the eleven over whom he has control; and before going on the field with the eleven, should accord to each his respective position, and initiate him in the code of signals, by means of which he directs the movements of the fieldsmen unknown to the striker. He should appeal to the umpire as seldom as possible, and should avoid unnecessary appeals in stumping. The Wicket-Keeper's position against fast bowling is really a service of danger, especially to an inexperienced hand. Gloves, and pads for the abdomen and legs, are very requisite against fast bowling, and without them few men could go through a match uninjured.

Long Stop.

The position of the Long Stop is secondary only to that of the bowler and the wicket-keeper, and requires the player, who occupies it, to be alike active in eye and limb, and fearless of punishment in stopping the ball. His duties are to stop all balls that pass the wicket-keeper, and be equally on the alert in fielding balls just touched with the bat, sufficiently, to make them diverge from the reach of the wicket-keeper, and those that both the batsman and wicket-keeper allow to pass them, as also wide-balls and leg-byes. He should return the ball promptly, aiming for the top of the wicket. An important part of his duty also, is to "back up" at the wicket-keeper's end, when the ball is returned from the field.

Point.

This position requires the best fielder in the eleven to occupy it, one who is sharp-sighted and active, and

one possessing coolness and judgment, for the latter qualities will be frequently called into requisition in deciding on the changes of position consequent upon the variety in the style of play adopted by the several batsmen he will have to face. He should stand about six yards from the striker, and facing him, and near the line of the popping crease. He should be in readiness to occupy the wicket-keeper's position while the latter is temporarily absent from his post after the ball, and should also be prompt in backing up all round the wickets.

Cover Point.

This player's duties are to stop all balls that pass point; and catch those that go over the latter's head. He should stand about eight or ten yards back of point, and in a line with that of the bowling crease.

Short Slip.

This fielder should be a very active player, and also a fearless one, for both Short Slip and point frequently have to stop some pretty swift balls from the bat. His position is about three yards from the off-stump, but is frequently changed by going in close to the wicket. Constant vigilance is required at this post, as well as at that of point. Short slip must always be in readiness also to take the place of the wicket-keeper when the latter goes after the ball.

Long Slip.

This position is between short slip and point, but more in the rear of short slip, and about twelve yards from the off stump. As his duties are, like those of cover point, to stop passed balls, and catch those that go over the head of short slip, it requires him to be pretty active and attentive in his fielding.

Mid-Wicket.

This position is on the off-side, about twelve yards from the bowler's wicket, and about twenty-four from the striker's. Should the bowler quit his place to field a ball, Mid-Wicket is the one to take his place. He should be active in fielding, especially in being prepared for a ball *before* it is struck. There is no position where more exertion is required to save a run than this, and it is one admirably fitted for an energetic and enterprising youth.

Long Field.

Long Field "off" and "on," are positions that equally require the services of fast runners and good throwers. The first acts as a cover to the bowler and mid-wicket, and the latter takes charge of a pretty wide range of field on the right of the bowler.

Leg.

This position is an important one, as he has sole charge of many balls that do not pass within reach of any other fieldsmen. He should be always on the alert to get the start of the ball, and he will generally have time to judge, somewhat, as to the nature of the hit before the ball is struck. He should be in readiness to support the long stop in case of need, but should not keep too near him, but keep far enough out to be ready to save runs from hits to square leg.

Short Leg.

This player stands near the Umpire, about eight or ten yards from the leg stump, and on a line with the bowling crease. His duties are to save runs from draws, and light hits to leg, returning the ball gen-

erally to the wicket-keeper's end, but also, at times, to the bowler's.

General Remarks.

The various positions, above described, are subject to several changes, according to the character of the bowling, and the peculiarities in the style of play adopted by the batsman. Thus, for instance, fast bowling requires more fieldsmen around the striker's wicket, and fewer in the outer field, than slow bowling; and a batsman that is well known for his fine off-hitting, needs more fieldsmen in front of him, than the batsman does who is celebrated for his effective leg-hitting; and as a special description of the several positions resulting from these changes would exceed the limits we have prescribed for this work, which is calculated solely for the advantage of the beginner, and not for one familiar with the game, we shall confine our remarks entirely to instructions on the elements of the game, and therefore we proceed to conclude our article on the positions on the field by a separate one on the general rules of fielding, which are applicable alike to all the players.

On Fielding.

Fielding is quite a science, and must be learned in all its parts by suitable exercises, and by your attention to the study of the game. Practice catching, and see how near the ground you can take a ball before it touches it, while running up to it. Caffyn's fielding, to those who witnessed it in the International contests, was an example in this respect not easily forgotten. Practice throwing with the first whirl of the arm. Let some one bat or throw the ball to you,

and try how much ground you can cover to the right or left. To start suddenly, command yourself at full speed, and stop in good form, are all requisites of good fielding, and require considerable practice to attain facility in their performance. The great secret of all fine fielding is, *to keep your eyes on the ball*, following it from the bowler's hand to the bat, and thence in its progress to the field. Always play your hardest, and very best, and should you miss a ball, do not stand still regretting the misshap, but run after the ball, and by your promptitude in recovering it atone for your previous errors. As the ball approaches you, draw yourself up, heels together, and picking up the ball as neatly as possible, throw it to the wicket-keeper, as if it were red-hot. A quick return saves many a run, and also preserves an appearance of activity that leads the batsman to pause before he attempts to run. Watch well the striker, and be in motion in time to act at once should the ball come within your reach. Half a spring in anticipation places you already under weigh, and frequently gains you yards in the ground you cover. As cricket is learned greatly by the eye, observe the movements of cricketers who are capital fielders. Long stopping is excellent practice for fielding. Fielding is excellent practice for batting also, as the training of the hand and eye to act together, and a keen perception of pace and distance are essential in both, and are the same in both. The fieldsmen should be on the alert to observe the signals of the wicket-keepers, and should always return the ball to him unless the bowler calls specially for it. To be observant of the play, fearless in meeting the ball, prompt and steady in returning it, and accurate in your aim in so doing, are essential requisites in every fieldsmen who would

excel in the art; and remember that to prevent your opponents making runs. is the next merit to making runs yourself.

On Bowling.

As we shall have to deal chiefly with those totally unacquainted with the game, we shall commence our remarks on Bowling, with very simple instructions, and close them by referring to the scientific rules that govern the art, and which lead to the game being so difficult a one to achieve perfection of play in. When the Bowler takes a ball in hand, holding it by his fingers, not the palm of his hand, he should first fix upon some spot, within the lines that run from the outer stumps of each wicket, one to the other, near the popping crease, from which the ball will rise to the wicket in the most effectual manner; and on this spot, or what is termed the pitch of the ball, he should concentrate his aim, and not solely and directly, at the wicket. The various distances from the wicket that the ball pitches, viz. touches the ground, are called "lengths," and are good or bad length balls, according to the facility with which they are hit away, or require a careful defence. The excellence of length, also, varies according to the speed or pace of the bowling, a ball from a slow Bowler taking the bails from a pitch much nearer the wicket than the distance required to do the same from a fast Bowler. The greater the distance the ball touches the ground from the wicket, the shorter the pitch and length; the nearer the wicket it pitches, the fuller the length and pitch; a full-pitched ball being one that does not touch the ground at all between the wickets.

Bowling consists of two parts, the mechanical and

intellectual; you require the hand to bowl the ball where you please, and the head to know where to bowl according to the player. The first thing is to gain full command over the ball; therefore practice bowling *within your strength*, being content to bowl a slow ball; by beginning slowly, if you possess the power to bowl swiftly, it will not be lost; but by commencing with fast bowling, you destroy the efficacy of both. Seek accuracy of aim, rather than speed, studying the former only, letting the latter come of itself. The next thing of importance is your delivery. The essence of good delivery is to send the ball *turning on its own axis*, viz., giving it a twist. The more bias you can impart to a ball—the more spin or twist you can give it as it leaves your hand, the better, because the ball will then either rise quickly, or not at all—as in the case of a shooter—or diverge from the line of its progress, the moment it touches the ground, in either case being a difficult ball to play. This twist or bias is the result of a certain mechanical action of the arm and wrist, requiring attentive practice to become proficient in.

A Bowler should endeavor to acquire a certain uniform action of the body in delivering the ball, and to do this you should try experiments until you have decided on the distance you will run, the steps you will take, and your mode of delivery, and then practice none other. Remember to keep your body upright in delivering the ball. The fairer a delivery, the more twist a Bowler can impart to the ball. A high and unfair delivery is only difficult to play from the height of the rise. In practicing, do so a little at a time only, and often; bowling should become a matter of habit, and habits are the result of frequent repetition. Practice, also, the same action in delivery

for a different pace, so as not to betray the change. Never practice carelessly, but always try your best. So much for the power of bowling; now for the method of applying that power. Pitch the ball as near the bat as you can, without its being hit away; by so doing, you give the batsman the shortest possible sight of the ball from its rise; remember that he can only judge the ball correctly from its rise, and not from the hands of the Bowler. Short-pitched balls are not only easier to hit, but have more scope for missing the wicket, though pitched straight. Short-pitched leg balls, however, are not easy to hit, and frequently produce catches. The straighter the ball, the more puzzling it is to the eye of the batsman, and the more it will cramp his movements. If you find a batsman guards his wicket well with a straight bat, bowl him four or five balls to leg; by frequent attempts at leg-hitting he will be liable to get off his straight play, by the tendency to swing round that the former gives a player. A good dropping ball will frequently take a wicket or give a catch when others have failed; it is produced thus: run fast to deliver the ball, and toss it six or seven feet in the air, and when it touches the ground, it will rise and come in faster than expected, from the impetus derived from the run. One quality a Bowler should possess is good nature, which is especially requisite when the wicket-keeper deems a change of Bowlers necessary. A Bowler who grumbles and gets out of temper under such circumstances, is a nuisance on a cricket ground. We shall close our remarks on Bowling by giving the following:

Hints on Slow Bowling.

Almost every man who goes in to play against good slow bowling, appears to think that he is in

honor bound to hit every ball out of the field; and nearly every one who attempts it comes out, saying, "What rubbish," "No play in it," etc.; the truth being that there is a great deal of play in it, for it requires a real knowledge of the game to successfully contend against it. Slow bowling has these advantages: Its lengths are more accurate; the batsman has curved lines to deal with instead of straight ones; a slow ball can be pitched nearer the bat, thereby affording less space for the bat to cover, and making the ball more difficult to judge; the Bowler can vary his pace unobserved without varying his action or delivery; more slow balls will hit the wicket; a slow ball *must be played*, it will not play itself; and, lastly, catches and chances of stumping more frequently result from it. The diagram of the lines in bowling will illustrate the preceding remarks.

On Batting.

On taking your position at the wicket, the first thing you have to do is to get your guard from the Umpire; that is, to ascertain the position in which your bat will most protect your wicket from the bowler. Middle-stump is the best guard or block to take. After receiving the block place your right foot on the ground parallel to, and a few inches behind, the popping crease; ask the Umpire to tell you if your toe encroaches on the line, from the leg-stump to the opposite stump of the other wicket, and keep it from doing so. Then grasp the handle of the bat with the right hand, at a point within two or three inches of the blade of it, and then place the left loosely above it, so that the handle may turn in the latter hand, but not the former. In striking the ball, both hands should grasp the bat firmly, but in blocking a ball,

and playing forward at it, the left hand holds the handle loosely, acting more as a guide to it than otherwise. Learn first to *defend* your wicket; learn to block well, but at the same time avoid the habit of keeping your bat in the block-hole almost immovable. Remember, that you have a wicket to defend, that is eight inches wide, by twenty-seven in height, and to do this, you have a bat whose blade is only four inches-and-a-quarter in width, by twenty-one in height. In learning to bat, a professional batsman will teach you more, by mere example, in one hour than you can acquire by a day's reading, therefore, in the preliminary steps avail yourself of the advice of an experienced cricketer, if you can obtain it. Stand at the wicket in an easy position, keeping your muscles relaxed and ready for action. *Meet the ball with as full a bat as the case admits*, that is, let the bat strike the ball, not the ball the bat, and present as much of the face of the bat to the ball as possible. Never allow the blade of your bat to be turned upward when hitting at a ball, but keep it in a slanting position, with the handle nearest to the opposite wicket, in order to keep the ball down, when played. Keep your bat in a position, as if it were a pendulum vibrating between the wicket and the approaching ball. Learn to use your wrists in batting, the effect of the wrist alone, slight as its power appears, is very material in hitting. Never think of making any particular hit before the ball is bowled; watch well the bowler's hand, and mark well the *pitch* of the ball. Keep the left elbow well up, by which means the left shoulder is brought over the bat, and thus the ball is kept down. Hit every ball on its own side, and block all balls that you can not reach, and play a straight bat at straight balls. Study the habit of

steady batting, and accustom yourself to play the same kind of ball in a particular manner. Treat all balls for the first few overs with respect, aiming at first at hitting the ball safe for one run. Don't run beyond your strength, and also consider that of your partner. To be run out is invariably the result of bad judgment. The man who has to make the wicket should judge the run. Should the ball pass your bat, do not look behind you, but watch your partner, and if he beckons you to run, go. To make close runs is the perfection of judgment, for the player who loses the single run allows his opponents to stand so far out in the field, that fewer runs are made by long hits, besides the chances thus given for a catch. In running act with decision, having fairly started, don't go back; to save your wicket at your partner's expense is contemptible play. Always run on the right side of your partner. Remember that the criterion of the best batting is, staying in the greatest length of time, making the most runs, and giving the fewest chances to the field. For the best instructions on the science of cricket, in batting and in bowling, we would recommend an attentive study of the Rev. J. Pyecroft's admirable work, known as the "Cricket Field."

Duties of Umpires.

Umpires have a difficult and troublesome duty to perform, and to enable them to discharge it properly, they require the possession of experience, and especially *impartiality*. Many a game has been marred, and much ill-feeling introduced, by the decisions of *partisan* Umpires. Errors in judgment, and defects from inattention, all are alike liable to, but these are minor considerations, provided confidence be reposed

in their integrity. In the discharge of his duties, the Umpire can never hope to give general satisfaction. Impartiality, attention, and a complete knowledge of the game will, however, lead to satisfactory results in the long run, and if he abide by the following rules in reference to the integrity of his decisions, he can not fail to please every reasonable man on the field, viz.: "Give out" no man from envy, hatred, or malice; neither give any man in through fear, favor, affection, gain, or reward, or the hope, or promise thereof; but give men "out" or "not out" according to the best of your skill and understanding.

As this work is to teach beginners, as well as give hints to proficients, we shall first describe what the particular duties of the position are, and close with some brief comments on the most important points of the game on which decisions are generally required. When the Umpires assume their positions, their very first duty, after supervising the pitching of the wickets, is to see that a proper understanding exists between the contending parties, in reference to the time of beginning and closing the game, also, as to whether the match is to be played out, or decided by the result of the first innings, and also, as to what circumstances will occasion the game to be considered a drawn one. These facts should be ascertained by conference with the Captains of the two elevens, who *alone* have the power to appoint the time of pitching wickets and drawing stumps, &c., the Umpire's duty being solely to see that the arrangements made are strictly adhered to. Each Umpire then takes his station—one at each wicket, their separate duties being as follows: The Umpire at the bowler's end stands about six feet behind the wicket, but not so as to interfere with the movements of the bowler in de-

livering the ball. After seeing that each man is in his position on the field, and after giving the batsman his guard,—which should be done from the side the bowler will deliver from, and all is in readiness to begin, he calls “play,” after which time, until the “over” is called, the ball shall be considered as in play—except in the cases alluded to in law 29. He then carefully, and almost simultaneously, watches, first, the *arm* of the bowler in delivery, in order that law 10 shall be abided by; and then his *foot*, that the 40th law may not be infringed. In reference to the former, an experienced writer says: “A throw may be made in two ways: one way with the arm nearly straight from first to last; *this* throw requiring the hand to be raised as high as the head, and brought down in a whirl or circle, the contrary foot being used as a pivot on which the body moves in delivery. But the most common throw results from the hand being first bent on the fore-arm, the power of delivery being gained by the sudden lash-out and straightening of the elbow.”

The action termed “delivery,” fairly construed, means that *final* action of the arm, when the ball *actually leaves the hand*, so that in no part of said action may the *hand* be above the shoulder, and in case of doubt on this point, the Umpire is required to *decide against the bowler*. In regard to the 40th law, if the toe is not over or *on* the crease, the Umpire need not trouble himself about its apparently being *lifted* off the ground, as it is impossible for a round-arm bowler to deliver a ball effectually *unless his toe is actually on the ground*; the reason being, that he rests his body on the right foot in giving impetus to the ball. The next thing is, to watch the progress of the ball from the bowler's hand to the wicket, in doing which the Umpire should see that the ball

pitches *within* the lines that run from the outer stumps of each wicket, one to the other, in order to be prepared to give a correct decision on the question of leg-before-wicket; for unless a ball does so pitch, the striker can not be given out leg-before-wicket, though the ball, that touches his legs, would have taken the wicket. In judging of the pitch of the ball, to see that it pitches straight, the Umpire should stand behind the middle-stump of the wicket. If, therefore, the ball pitches straight as above, and the striker interpose *any* part of his person—except hands—and thereby prevents the wicket being bowled—bearing in mind that many balls so stopped, would, if not impeded, have gone over the wicket, or *diverged from it*—the Umpire is bound to give the batsman out.

He should also see that the ball is not out of the legitimate reach of the batsman; if so, *or if it be bowled over his head*, it is a wide ball. If the striker's bat does not cover the line of the ball, when he reaches out to strike at it without leaving his position at the wicket, it must be considered a wide ball; but if he goes out of his ground to meet it, and hits it, no matter how far wide of the wicket it may be, *it is not a wide ball*.

The Umpire should pay attention, also, to the rise of the ball, and see whether it touches the hands, or gloves, or any portion of the bat, before it is caught by the wicket-keeper or fieldsman; and when the ball is struck by the end of the bat and near the ground, he should see that it does not touch the ground again before it is caught, in which case it will be what is termed "a bum ball." After the "over" is called, which is done when either the *fourth* or *sixth* ball, according to previous agreement, has been bowled, and is settled in the wicket-keeper's or bowler's hands, *not before*, the Umpire then takes his sta-

tion about twelve yards from the wicket, on a line parallel to that of the popping crease, and at a point at which he can readily observe that the foot of the batsman is kept *within* the line of the popping crease, and that the wicket-keeper has *no part of his person in front of the wicket* until *after* the ball has passed him, or been struck into the field. Should the toe of the batsman be outside of or *on* the crease when the wicket is knocked down, or the bails knocked off by the wicket-keeper, *with the ball in the hand that takes the wicket*, then the striker is out, for it is requisite his foot be *behind* the crease. The Umpire should also watch the progress of the ball, so as to be ready to decide on the question of a catch on an appeal from the other Umpire, *but not unless so appealed to*. Watch that the wicket-keeper's foot does not touch the stumps, and also that he does not lift the bails with his fingers on taking a ball that rises a little above the bails. The Umpires should not converse with either of the contesting parties in reference to any part of the play. And both should remember that they are placed there solely to see fair play between the contestants, and not as legal advocates of the interests of the parties they represent; were the latter to be the case, an impartial referee would be required to see justice done both parties. It is not advisable, though not inconsistent with an impartial action on the part of an Umpire, that either of the Umpires should be members of the club they represent, as in such cases, adverse decisions will generally be attributed to a friendly bias. Call "wides" and "no balls" distinctly, and ascertain that the scorers have heard you. Hold up your hand when a bye is run, and touch your leg for a leg-bye; the scorers will then know that all other runs are hits. In counting the overs, use money or pebbles, dropping one for each ball de-

livered. Remember that the striker can not be out by hitting the ball through his partner's wicket, nor the latter either, unless he is out of his ground, and the ball, in its progress from the bat, *touches* the *person of a fielder*, before it takes the wicket, in which case the latter is supposed to have fielded it. Frequent practice in strictly observing the preceding rules, must lead to the Umpires giving satisfaction to all parties concerned.

General Remarks.

A few general hints on matters interesting and beneficial to all cricketers, and we bring to a close our treatise on the elements of the game.

In no game are the amenities of social life so requisite to a full enjoyment of it as in cricket. The expressions so frequently used, such as, "Ball, if you please, sir," "Thank you, sir," "Well hit, sir," "Well caught indeed, sir," etc., are almost part and parcel of the game. Particularly acceptable are such commendations to young players, and they are often strong incentives to exertion on their part, besides promoting kindly feelings on the field and during the game. We must enter our protest against the fault-finding, grumbling, and snarling disposition that continually censures every failure to succeed, and barely tolerates any creditable effort that does not emanate from themselves. Such men are the nuisances of a cricket field, and destroy all the pleasure that would otherwise result from the game. Every man tries his best to succeed for his own credit sake, and if he fails, censure but adds to his chagrin without in the least advancing his progress; therefore, if you can not praise a man for what he has done, keep silent, unless you wish to gratify *your* malice and ill-temper at his expense.

When the players have assembled in readiness for a match, let the captain accord each his place on the field, and let each man go direct to his station, *and keep quiet*, and refrain from that great tendency all have of giving advice one to the other. The captain is the man that is responsible for errors, and let him be the one to have the benefit of all direction of the field. Let each batsman be in readiness to go in, so as to prevent any unnecessary delay.

A match at cricket frequently occupies days, when hours alone would have sufficed, merely from the delays that occur. Remember that a *creditable* victory abides only with that party who, in winning the match, have marked their play as much by their courtesy of demeanor, liberality of action, and good nature they have displayed, as by their skill in either of the several departments of the game. A match at Cricket, *to be Cricket*, should be as much a trial as to which excels in the moral attributes of the game, as it is one that decides the question of any physical superiority whether as displayed in bowling, batting, or fielding.

THE LAWS OF CRICKET,

AS REVISED BY THE

MARY-LE-BONE CRICKET CLUB,

I. The BALL must weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each innings, either party may call for a new ball.

2. The BAT must not exceed four inches and one quarter in the widest part; it must not be more than thirty-eight inches in length.

3. The STUMPS must be three in number; twenty-seven inches out of the ground; the Bails eight inches in length; the Stumps of equal, and of sufficient thickness to prevent the ball from passing through.

4. The BOWLING CREASE must be in a line with the Stumps; six feet eight inches in length; the Stumps in the center; with a return crease at each end towards the Bowler at right angles.

5. The POPPING CREASE must be four feet from the Wicket, and parallel to it; unlimited in length, but not shorter than the Bowling Crease.

6. The Wickets must be pitched opposite to each other by the Umpires at the distance of twenty-two yards.

7. It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled at the request of either party; such request to be made to one of the Umpires within one minute after the conclusion of the former innings. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor to prevent the bowler from filling up holes with saw-dust, etc., when the ground is wet.

8. After rain the wickets may be changed with the consent of both parties.

9. The BOWLER shall deliver the ball with one foot on the ground behind the bowling crease and within the return crease; and shall bowl four balls before he change Wickets, which he shall be permitted to do only once in the same innings.

10. The Ball must be bowled; if thrown or jerked, the Umpire shall call "No Ball."

[This law was changed by the Mary-le-Bone Club, London, in 1862. Considerable difficulty exists in relation to the proper definition of a throw. A throw may be made in two ways: one way, with the arm nearly straight from first to last in delivery, this throw requiring the *hand* to be

raised as high as the head, and brought down in a whirl or circle; and the other, and most common throw, being the result of the hand being first bent on the forearm, the power of delivery being gained by the sudden lash out and straightening of the elbow.]

11. He may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.

12. If the Bowler shall toss the ball over the Striker's head, or bowl it so wide that in the opinion of the Umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of Wide Balls; such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within the reach of the ball, the run shall not be adjudged.

[The 12th law expressly states that if the ball is tossed *over the striker's head* it is a wide ball.]

13. If the Bowler deliver a "No Ball," or a "Wide Ball," the Striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of "No Balls," or "Wide Balls," as the case may be. All runs obtained for "Wide Balls," to be scored to "Wide Balls." The names of the Bowlers who bowl "Wide Balls" or "No Balls" in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the Striker's dress or person (except his hands), the Umpire shall call "Leg Bye."

[It will be seen by the wording of law 13 that should a batsman hit a "No Ball," the runs thus obtained are to be scored to his credit, and not charged to the bowler.]

14. At the beginning of each innings the Umpire shall call "Play;" from that time to the end of each innings, no trial ball shall be allowed to any Bowler.

15. The STRIKER IS OUT if either of the bails be bowled off, or if a stump be bowled out of the ground;

16. Or, if the ball, from the stroke of the bat, or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher;

17. Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket put down, except his bat be grounded within it;

18. Or, if in striking at the ball he hit down his wicket;

19. Or, if under pretence of running, or otherwise, either of the Strikers prevent a ball from being caught, the Striker of the ball is out;

20. Or, if the ball be struck, and he willfully strike it again;

[This does not prevent the batsman from hitting the ball a second time if it be running on to his wicket, in which case he can prevent its doing so, either with his bat or feet, but not his hands.]

21. Or, if in running the wicket be struck down by a throw, or by the hand or arm (with the ball in hand), before his bat (in hand) or some part of his person be grounded over the popping crease. But if both bails be off, a stump must be struck out of the ground;

22. Or, if any part of the Striker's dress knock down the wicket;

23. Or, if the Striker touch or take up the ball while in play, unless at the request of the opposite party;

24. Or, if with any part of his person he stop the ball which, in the opinion of the Umpire at the Bowler's wicket, shall have been pitched in a straight line from it to the Striker's wicket, and would have hit it.

[Unless the ball is pitched in a *straight line from wicket to wicket* a batsman can not be given out leg-before-wicket. The meaning of it is simply, that the ball, when it pitches—viz., touches the ground—must be *within the lines* that run from the outer stumps of one wicket, to those of the other.]

25. If the players have crossed each other, he that runs for the wicket which is put down is out.

26. A ball being caught, no run shall be reckoned.

27. A Striker being run out, that run which he and his partner were attempting shall not be reckoned.

28. If a lost ball be called, the Striker shall be allowed six runs; but if more than six shall have been run before lost ball shall have been called, then the Striker shall have all which have been run.

[This refers literally to a lost ball, and not to one that merely is sent out of the sight of a majority of the fielders.]

29. After the ball shall have been finally settled in the Wicket Keeper's or Bowler's hand, it shall be considered dead; but when the Bowler is about to deliver a ball, if the Striker at his wicket go outside the popping crease before such actual delivery, the said Bowler may put him out unless (with reference to the 21st law) his bat in hand, or some part of his person, be within the popping crease.

30. The Striker shall not retire from his wicket and return to it to complete his innings, after another has been in, without the consent of the opposite party.

31. No substitute shall in any case be allowed to stand out or run between wickets for another person without the consent of the opposite party; and in case any person shall be allowed to run for another, the Striker shall be out if either he or his substitute be off the ground in manner mentioned in Laws 17 and 21, while the ball is in play.

32. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

33. If any Fieldsman stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run they shall have five in all.

34. The ball having been hit, the Striker may guard his wicket, with his bat or any part of his body except his hands; that the 23d law may not be disobeyed.

35. The Wicket Keeper shall not take the ball for the purpose of stumping, until it have passed the wicket; he shall not by any noise incommode the Striker; and if any part of his person be over or before the wicket, although the ball hit it, the Striker shall not be put out.

36. The Umpires are the sole judges of fair and unfair play, and all disputes shall be determined by them, each at his own wicket; but in case of a catch, which the Umpire at the wicket bowled from can not see sufficiently to decide upon, he may apply to the other Umpire, whose opinion shall be conclusive.

37. The Umpires in all matches shall pitch fair wickets, and the parties shall toss up for choice of innings. The Umpires shall change wickets, after each party has had one innings.

38. They shall allow two minutes for each Striker to come in, and ten minutes between each innings. When the Umpire shall call "Play," the parties refusing to play shall lose the match.

[This law ought to be more strictly enforced than it is; as then much unnecessary delay would be avoided. The captains of the elevens should have their men in readiness to go in the moment a batsman is out.]

39. They are not to order a Striker out, unless appealed to by the adversaries.

40. If one of the Bowler's feet be not on the ground behind the bowling crease and within the return crease when he shall deliver the ball, the Umpire at his wicket, unasked, must call "No Ball."

41. If either of the Strikers run a short run, the Umpire must call "One Short."

42. No Umpire shall be allowed to bet.

43. No Umpire is to be changed during a match, unless with the consent of both parties, except in violation of 42d law; then either party may dismiss the transgressor.

44. After the delivery of four balls, the Umpire must call "Over," but not until the ball shall be finally settled in the Wicket Keeper's or Bowler's hands—the ball shall then be considered dead; nevertheless, if an idea be entertained that either of the Strikers is out, a question may be put previously to, but not after the delivery of the next ball.

45. The Umpire must take especial care to call "No Ball" instantly upon delivery: "Wide Ball" as soon as it shall pass the Striker.

46. The players who go in second shall follow their innings, if they have obtained 80 runs less than their antagonists, except to matches limited to one day's play, when the number shall be 60 instead of 80.

47. When one of the Strikers shall have been put out, the use of the bat shall not be allowed to any person until the next Striker shall come in.

THE LAWS OF SINGLE WICKET.

1. When there shall be less than five players on a side, Bounds shall be placed twenty-two yards each in a line from the off and leg stump.

2. The ball must be hit before the bounds to entitle the Striker to a run, which run can not be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping crease as at double wicket, according to the 21st law.

3. When the Striker shall hit the ball, one of his feet must be on the ground, and behind the popping crease, otherwise the Umpire shall call "No Hit."

4. When there shall be less than five players on a side, neither Byes nor overthrows shall be allowed, nor shall the Striker be caught out behind the wicket, nor stumped out.

5. The Fieldsman must return the ball so that it shall cross the play between the wicket and bowling stump, or between the bowling stump and the bounds; the Striker may run until the ball be so returned.

6. After the Striker shall have made one run, if he start again, he must touch the bowling stump, and turn before the ball cross the play to entitle him to another.

7. The Striker shall be entitled to three runs for lost ball, and the same number for ball stopped with bat, with reference to 28th and 33d law of Double Wicket.

8. When there shall be more than four players on a side, there shall be no bounds. All Hits, Byes, and Overthrows, shall be allowed.

9. The Bowler is subject to the same laws as at Double Wicket.

10. Not more than one minute shall be allowed between each ball.

BETS.

1. No bet upon any match is payable unless it be played out or given up.

2. If the runs of one player be betted against those of another, the bet depends upon the first innings, unless otherwise specified.

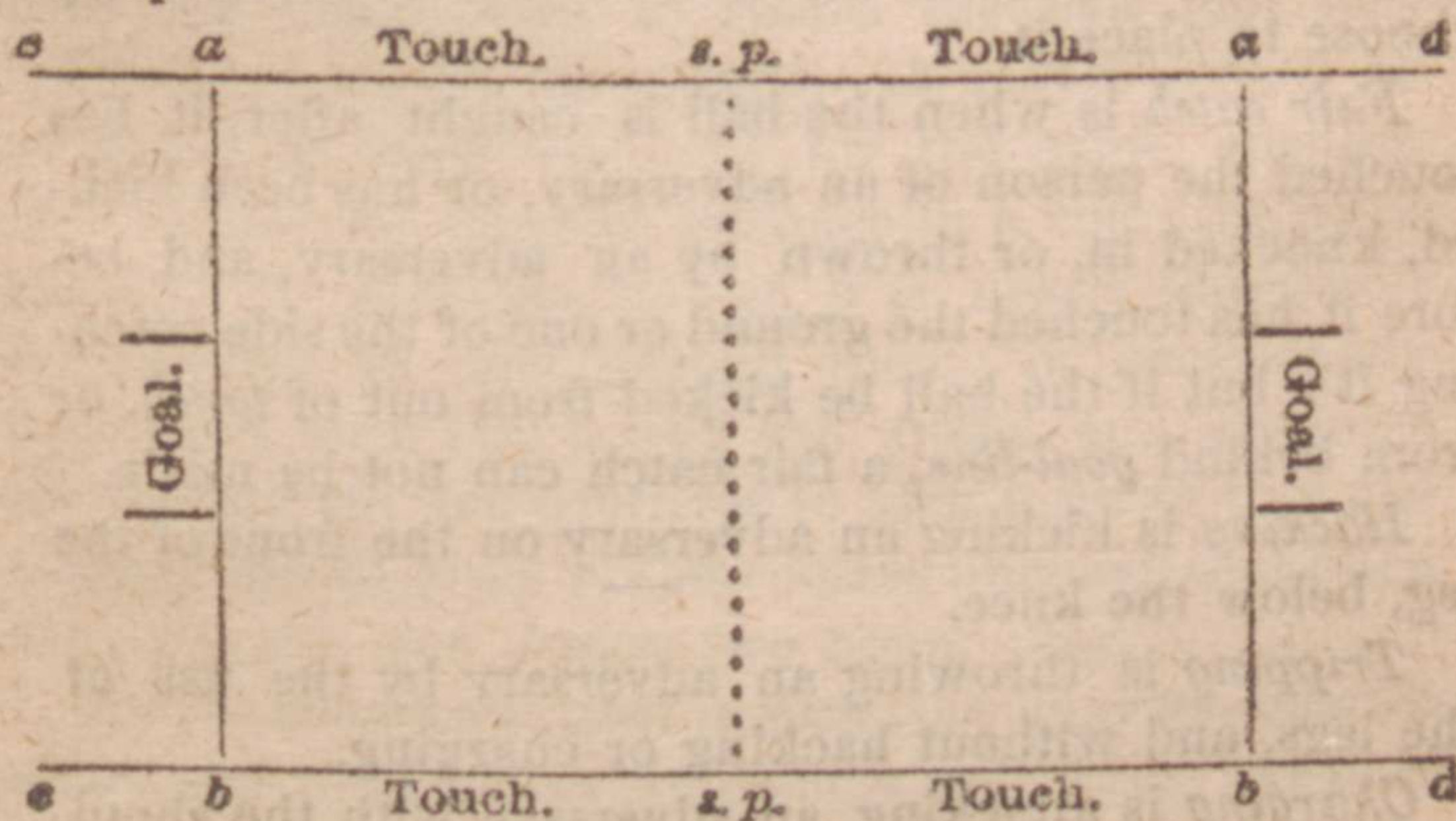
3. If the bet be made on both innings, and one party beat the other in one innings, the runs of the first innings shall determine it.

4. If the other party go in a second time, than the bet must be determined by the numbers on the score.

FOOTBALL.

Simply stated, Football is a game in which a number of players, divided into sides, or parties, endeavor to kick a large ball from one part of a field to another, the side which succeeds in kicking it beyond a certain boundary, at either end of the field, winning the match. Let us endeavor to describe football in such a way as to enable lads on cricket-fields and village greens to play with pleasure and healthful profit.

First, as to *the ground*. Any meadow or open space will do to play the game in. Nothing is so well adapted, indeed, as a cricket-field when there is no match going forward. In this field the players meet and divide themselves into two parties, each one choosing a captain or leader, whose business it is to direct the sport.



The next thing is to set up two goals, about eighty or a hundred yards apart. The goals may be made

with sticks or posts; and through one of these goals the ball must be fairly kicked in order to win the game. A diagram, (see page 41) will assist the reader to understand the form of the ground laid out for football.

The lines, *a, b*, are the goal lines, and those on each side, *c, d*, at right angles with them, are the touch lines; while the centre dotted line is marked on either side (*s. p.*) by side-posts. A flag, or other distinguishing mark, is placed at each corner, and when the ball is kicked behind the outer lines it is said to be *in touch*, and a player is permitted to bring it back into the ground with his hands. In order to understand what follows, it will be well that the reader should acquaint himself with the following

Technical Terms used in Football.

Free kick.—The privilege of kicking the ball in such a manner as the kicker may think fit.

Place kick.—A kick at the ball while it is on the ground, in any position in which the kicker may choose to place it.

Fair catch is when the ball is caught after it has touched the person of an adversary, or has been kicked, knocked in, or thrown by an adversary, and before it has touched the ground or one of the side catching it; but if the ball be kicked from out of *touch*, or from behind *goal-line*, a fair catch can not be made.

Hacking is kicking an adversary on the front of the leg, below the knee.

Tripping is throwing an adversary by the use of the legs, and without hacking or charging.

Charging is attacking an adversary with the shoulders, chest or body, without employing the hands or legs.

Knocking-in is when a player strikes or propels the ball with his hands, arms or body without kicking or throwing it.

Holding includes the obstruction of a player by the hands arms, or body, without kicking or throwing.

Touch is that part of the field, on either side of the ground, which is beyond the marking flags or boundaries.

Drop-kick is a ball dropped to the ground and kicked at the rise.

The game is commenced by one of the players bringing the ball to the middle of the ground; he drops it to the ground and immediately kicks it away toward the enemy's bounds. He and all the players on his side follow it, while those on the other side endeavor by every fair means to kick it back again. There should always be a safe player stationed just inside the goal, to kick back the ball when it comes near him, while the inferior players remain near the touch lines, to return the ball into play whenever it leaves the ground. A player should also stand at each side-post for the same purpose. Sometimes the players advance in a compact body, shoulder to shoulder, so that it is nearly impossible for the ball to pass beyond them; or occasionally both sides form into a ring and tussel and scramble for the ball till one contrives to kick it away to a distance; and so hotly is the contest pursued, that often a goal is not won during two hours' play.

But as soon as a goal is won, the players change sides, and the game recommences as before. As now played, charging is allowed, but tripping and hacking are forbidden. The following are the

Laws of the Game.

1. The maximum length of the ground shall be two hundred yards, the maximum breadth one hundred yards; the length and the breadth to be marked off with flags.

2. The goals are to be defined by two posts, eight yards apart, without any tape or bar across them.

3. The winner of the toss shall have the choice of goals, when the game shall be commenced by a place kick, from the center of the ground, by the side losing the toss: the other side not to approach within ten yards of the ball until it is kicked off.

4. After a goal is won, the goals shall be changed, and the loser of the previous goal shall kick off.

5. A goal is won when the ball passes between the goal-posts or over the space between the goal-posts (at whatever height), the ball not to be thrown, knocked in, or carried.

6. When the ball is *in touch*, the first player who touches it shall throw it from the point on the boundary-line where it left the ground, in a direction at right angles with the boundary line; and it shall not be in play until it has touched the ground.

7. When a player has kicked the ball, any other player, on the *same side*, who is nearer to the opponent's goal-line, is *out of play*, and may not touch the ball, nor in any way prevent any other player from doing so, until the ball has been played by one of the *other side*; but no player is out of play when the ball is kicked off from behind the goal-line.

8. in case the ball goes behind the goal-line, if a player on the side to which the goal belongs just touches the ball, one of his side shall be entitled to a free kick from the goal-line at the point opposite the place where the ball shall be touched. If a player of the opposite side just touch the ball, one of his side shall be entitled to a free kick, at the goal only, from a point fifteen yards from the goal-line opposite the place where the ball is touched, the opposing side to stand behind the goal line until he has had his kick.

9. If a player make a *fair catch*, he shall be entitled to a free kick, provided he claim it by making a mark

with his heel; and in order to take such a kick, he may go as far back as he pleases, and no player on the opposite side shall advance behind his mark until he has kicked.

10. No player shall carry the ball.

11. Neither tripping nor hacking is allowed, and no player may use his hands to hold or push his adversary.

12. No player shall throw the ball, or pass it to another with his hands, or otherwise than by a kick.

13. No player shall take the ball from the ground with his hands, while it is in play, under any pretense whatever.

14. No player is to wear projecting nails, iron plates, or gutta-percha soles or heels, to his boots or shoes.

With regard to the ball, opinions are divided between the claims of the bladder confined in a leathern bag, and the strong india-rubber sphere sold in the shops: we incline to the latter. The ball should not be too large nor too light; as in windy weather too large a ball is a nuisance, and the kick can not be fairly and effectually made.

Written instructions can do no more than give readers general information as to a game like football. More will be learned in an hour's play than can be acquired from a week's teaching on paper. Therefore we hope that our friends—whom we number by tens of thousands among all the boys of America—will profit by our advice and the hints here thrown out, and speedily organize football matches in the fields about the neighborhood of their homes for the game is a thoroughly good and health-giving one, played anywhere.

The Rugby Game.

The system in use at Rugby has been adopted by Marlborough, Cheltenham, and other schools and English colleges. Matches at Rugby are played

at that part of the close known as the *Old Bigside*, where seventy or eighty of the students will engage in a game for the regulation of which there are forty rules. The ground, which is marked out by the removal of a narrow strip of turf on all four sides, is about a hundred and thirty yards long by seventy yards broad, and at either end goal-posts eighteen feet high, fourteen feet apart, and with a cross-bar at about ten feet from the ground, are erected. The object of the game is to *kick the ball over the bar between the posts*. The use of this cross-bar is one of the distinctive features of the Rugby game, and goals are proverbially difficult to obtain there. One of their rules is framed to meet this, by declaring a match which lasts three days without a goal being kicked by either side, to be "drawn." The players on each side in a match wear different-colored jerseys, so that it can readily be seen when a player is off his side. The rules relating to off-side are the most difficult of all.

Each school has its one peculiar rule, the object being to prevent a player loitering in his opponent's goal until the ball is kicked up to him by one of his side, or, if he is by the chances of the game placed nearer to the goal of the opponent than the ball, to disqualify him till he has been behind it.

The *course* of a match at Rugby is this: the two captains toss for choice of goals, the winner of course choosing the one which will give him the favor of the wind. As a compensation for this, the other side has the kick off from the center of the ground. Captains have different methods of disposing their forces in the field, but the custom is, to place three or four fast runners some thirty yards in the rear, ready to

take up the ball when it breaks through the rows of forwards, and is not stopped by the half-backs. The half-backs play just beyond the mass skirting the scrummages, ready to take up the ball when it gets free. The ball having been kicked off, the opposite players are allowed to catch or take it up from a rebound. This feature is not allowed by any school but Rugby. Having caught up the ball, the object is to run with it beyond the line of the opponent's goal, and there touch it down. This is, however, a very difficult feat, and on its being attempted, the player may be *hacked*, that is, kicked on the legs, *mauled*, or pulled over, until he cries: "*Have it down!*" and lets ball fall.

This cry of "have it down" is made with reluctance, and players will struggle hard to get free and keep the ball. It is, however, well-nigh impossible to do so, as, upon his first attempt to run with it, the opposing players rush upon him, and if one succeeds in holding him, the others come up, and a scrummage ensues, in which all but the back-players take part—he who holds the ball being in the center, and the other players, frequently to the number of sixty, wedged around in a compact mass. Rugby players, who alone recognize *hacking* as a legitimate feature in the game, justify it by saying that it is necessary, and that without hard, vigorous kicks, the ball would never emerge from the middle of some seventy pair of legs wedged together in a Rugby scrummage. Players are said by a present Rugbians "soon to learn to give and bear the kicks they get."

The ball is seldom on the ground for any length of time at Rugby; one side or the other having it generally in their arms and struggling for its posses-

sion. When it is kicked out at the side-lines, the player who first touches it has to bring it to the edge, where the two sides spread out, facing each other to catch it, and as soon as caught, there is another scrummage. Play seems to be directed too little to the goals. When the ball is driven near to one, the defenders' rear-men take it up and kick it out at the side-bounds into *touch* (the ground without the boundary-lines); then it is brought to the edge, thrown in again, and attempted to be run with. These features of the game are of constant recurrence, till at last the ball gets kicked over the cross-bar—an undisputed goal, or driven beyond the lines and touched down, when one of the players is commissioned to bring it into the ground for *a try at goal*.

The course of proceeding, after the ball has been touched down beyond the goal-line is very amusing and ingenious. It is carried up to the line, and the player who brings it, kicks it gently up for one of his own side to catch. The instant he has caught it, the other side may set upon him and wrest it from him if they can before he makes *his mark*—that is, kick a hole in the ground with his heel. If he succeeds in doing this while still holding the ball, all his adversaries must go beyond the mark and stay there until the ball has been placed on the ground again. If the ball is taken from him before his mark is made, the try at goal is lost. In the former case, however, a player is ordered to carry it to a convenient distance from the goal for a kick.

The best place-kicker is appointed by the captain to make the try. The adversaries are watched carefully to prevent their advancing beyond the mark. The player who is to take the kick, makes a little

hole with his heel, into which the other is to place the ball. It is held by the leather lace. It must not be touched by two hands, and if any but the one player ordered to take it out touch it, the other side may immediately *maul* and *charge*. The moment the ball touches the ground, it is kicked, and the other players rush forward. If it goes over the bar (it must not be over either of the posts, and it will not count if it is touched by any player), the game is won, and the two sides change goals, and begin again. A game is decided by the best of three games, and the time of play is usually something over an hour.

It will be readily conceived this game is one requiring great agility, skill, and courage.

The Eton Game.

Eton football is very different from that of Rugby. They do not allow the ball to be caught or carried, nor one player to be held, struck, or pushed by another. They have no cross-bar, and in their matches only *eleven* players are allowed on each side. Their game is at the head of what is called the *close* system.

They commence a game with a *bully* in the middle of the field. One player on each side, chosen for his skill and speed in running, is placed at the goals to guard them. Two others act as cornerers, to keep the ball in the *bullies*. The other eight form themselves into a compact wall, two deep, standing shoulder to shoulder, with heads bent down and hands on knees, each side facing the opponent's goal. The ball is placed between these two lines at their toes by one of the cornerers. Then they push and struggle, each side trying to bear the other down, and drive the ball through the ranks. With sides of equal strength,

these struggles are often protracted. When the bully is broken up, all is fair kicking at the ball, but every player must keep on his right side, and must avoid sneaking—that is, kicking the ball along with less than three of his opponents before him. A goal so sneaked does not count. A goal is counted where the ball passes between two poles eleven feet wide. Whenever a ball is kicked out at the side-lines, it is brought straight in, and a bully is formed on the spot. When it passes the goal line, there is a race to touch it. If one of the side to whom the goal belongs first touches it, it is carried to the edge and kicked off into the middle of the ground again; but if an opponent touches it first, the grand feature of the Eton game ensues; the ball is placed one yard in front of the center of the place marked out by the goal-sticks of the side where the ball was touched. The players close up, each side forming a semicircle, with their strongest men in front. They meet each other, the ball being in the center of these, and then push, kick, and struggle, till the weaker side gives way and goes down, the other side falling on the top of them, and the ball being some where beneath. In this position they carry on the battle, and continue to writhe and struggle, trying on the one side to creep through the goal and drag the ball with them, on the other to drive it away. These struggles sometimes continue for ten minutes. Players get exhausted, and creep out; wipe the beads of perspiration from their faces; and plunge down again with renewed vigor, till at last the ball is dragged through the goal or got away, when every body gets up and declares it very jolly.

PRICE. TEN CENTS.

HAND BOOK

TO
WINTER SPORTS.

Fancy Skating

PLAIN SKATING,
ROLLER SKATING,

ICE BOATING
&c. &c. &c.

By Henry Chadwick.



BEADLE & ADAMS
NEW YORK.

THE DIME SPEAKERS AND DIALOGUES.

THE MOST ATTRACTIVE SERIES,

Most Available, Adaptive and Taking Collections

Declamations,
Recitations,
Speeches,
Orations,

—OF—

Notable Passages,
Extempore Efforts,
Addresses,

Dialogues,
Colloquies,
Burlesques,

Farces,
Minor Dramas,
Acting Charades,
Dress Pieces,

IN ALL THE FIELDS OF

Wit, Humor, Burlesque, Satire, Eloquence and Argument,

FOR

SCHOOL EXHIBITIONS AND HOME ENTERTAINMENTS.

THE DIME SPEAKERS.

- 1—DIME AMERICAN SPEAKER.
- 2—DIME NATIONAL SPEAKER.
- 3—DIME PATRIOTIC SPEAKER.
- 4—DIME COMIC SPEAKER.
- 5—DIME ELOCUTIONIST.
- 6—DIME HUMOROUS SPEAKER.
- 7—DIME STANDARD SPEAKER.
- 8—DIME STUMP SPEAKER.
- 9—DIME JUVENILE SPEAKER.
- 10—DIME SPREAD-EAGLE SPEAKER.
- 11—DIME DEBATER & CHAIRMAN'S GUIDE

- 12—DIME EXHIBITION SPEAKER.
- 13—DIME SCHOOL SPEAKER.
- 14—DIME LUDICROUS SPEAKER.
- 15—CARL PRETZEL'S KOMIKAL SPEAKER.
- 16—DIME YOUTH'S SPEAKER.
- 17—DIME ELOQUENT SPEAKER.
- 18—DIME HAIL COLUMBIA SPEAKER.
- 19—DIME SERIO-COMIC SPEAKER.
- 20—DIME SELECT SPEAKER.
- 21—DIME FUNNY SPEAKER.
- 22—DIME JOLLY SPEAKER.

23—DIME DIALECT SPEAKER, (Negro, Dutch, Irish, Yankee.)

Each Speaker, 100 pages 12mo., containing from 50 to 75 pieces.

THE DIME DIALOGUES

Are filled with original and specially prepared contributions from favorite and popular caterers for the Amateur and School Stage—giving more *taking* and effective dialogues, burlesques, social comedies, domestic farces, exquisite dress and exhibition dramas than *any collection ever offered at any price.*

- DIME DIALOGUES NUMBER ONE.
- DIME DIALOGUES NUMBER TWO.
- DIME DIALOGUES NUMBER THREE.
- DIME DIALOGUES NUMBER FOUR.
- DIME DIALOGUES NUMBER FIVE.
- DIME DIALOGUES NUMBER SIX.
- DIME DIALOGUES NUMBER SEVEN.
- DIME DIALOGUES NUMBER EIGHT.
- DIME DIALOGUES NUMBER NINE.
- DIME DIALOGUES NUMBER TEN.
- DIME DIALOGUES NUMBER ELEVEN.
- DIME DIALOGUES NUMBER TWELVE.
- DIME DIALOGUES NUMBER THIRTEEN.
- DIME DIALOGUES NUMBER FOURTEEN.
- DIME DIALOGUES NUMBER FIFTEEN.

- DIME DIALOGUES NUMBER SIXTEEN.
- DIME DIALOGUES NUMBER SEVENTEEN, *Little Folks.*
- DIME DIALOGUES NUMBER EIGHTEEN.
- DIME DIALOGUES NUMBER NINETEEN.
- DIME DIALOGUES NUMBER TWENTY.
- DIME DIALOGUES NUMBER TWENTY-ONE.
- DIME DIALOGUES NUMBER TWENTY-TWO.
- DIME DIALOGUES NUMBER TWENTY-THREE.
- DIME DIALOGUES NUMBER TWENTY-FOUR.
- DIME DIALOGUES NUMBER TWENTY-FIVE.
- DIME DIALOGUES NUMBER TWENTY-SIX.
- DIME DIALOGUES NUMBER TWENTY-SEVEN.
- DIME DIALOGUES NUMBER TWENTY-EIGHT.
- DIME DIALOGUES NUMBER TWENTY-NINE.

Each volume, 100 pages 12mo., containing from 15 to 25 pieces.

For sale by all newsdealers; or sent, post-paid, to any address, on receipt of price—TEN CENTS EACH.

BEADLE & ADAMS, Publishers, 98 William St., New York.